

# SBAACE

## GAZETTE

Vol. 7, No. 2

May/June 1988

Monthly meetings of S.B.A.C.E. the Final Frontier for Atari users, are held on the second Tuesday of each month, at 7:30 PM. The meeting location is:

VFW Hall  
1865 Lomita Blvd  
Lomita, CA 90717

Monthly ST meetings are held on the last Monday of the month, at 8:00 PM. The meeting location is:

Lawndale Community Center  
15331 Prairie Ave.  
Lawndale CA.

The material and opinions in this Gazette are those of the individual author and do not necessarily reflect the opinions of the South Bay Atari Computer Enthusiasts. The material in this Gazette may be copied by any other User group providing credit is given to the authors.

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Asst. Newsletter Editors	Brian Eliassen	316-7048
	Greg Knauss	541-1225

All telephone numbers above are in the 213 area code.

### ATTENTION S.T. OWNERS !!!

Beware of a ST virus that has been detected and may be on your disks! If you received a disk at the March or April ST meeting, you may have a virus. Contact Alan Haskell, phone (213) 542-7870 to get a virus killer program. Note: the virus will NOT transfer to your hard disk.

### MEETING DATE CHANGE

Because the May ST meeting will fall on Memorial Day, the next ST meeting will be on the last Monday in June (June 27th) at 8:00 P.M. at the usual place.

### The Editor's Keyboard

by  
Bill Little

Well I hated to do it but in order to catch up I had to skip the March/April edition of the Gazette. I had intended to try to get it out and then turn out the June/July edition within a few weeks but I finally had to admit to myself that I would probably never catch up doing it that way. There are just not enough hours in the day and I am afraid that the newsletter suffered this time. My schedule does not allow me as much computer time as I would like and I am not about to use it all up on the Gazette. Sorry.

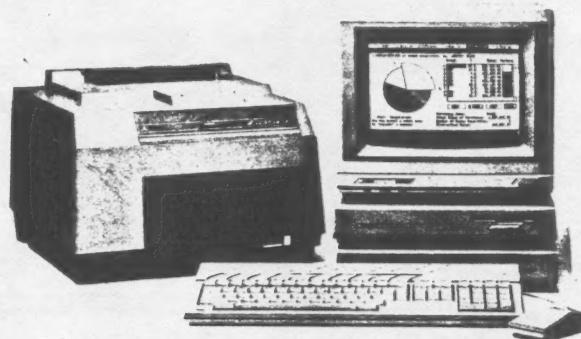
I have been messing around with the ST program 'Publishing Partner' lately and I had hoped to use it to do at least the front page of this edition of the newsletter but my printer, a FX-80, does not put out a sharp enough image to suit me. Fred Carpenter, who demonstrated Publishing Partner during the April meeting, has created a sample front page for the Gazette and his printout was very sharp. My printer may

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be needing a overhaul or maybe that is the result you get with a FX-80. If an other club members have had a similar experience I would like to hear about it. My goal is to make this the last cut-and-paste edition by doing the whole thing with a desktop publishing program on the club's ST. Fred Carpenter is helping me with Publishing Partner and thanks to Jane at MID-CITIES the club got a very special deal for 'Timeworks Desktop Publisher ST'. I will be evaluating the merits of both systems over the next few months. Jane highly recommended the Timeworks Desktop Publisher ST as it has features that Publishing Partner are just now trying to incorporate in their latest upgrade. SUPPORT MID-CITIES - THEY SUPPORT US!! (See their advertisement on page two.)

Another change that may or may not happen (A quality comparison will take place right at press time) is using 8.5x11 inch sheets instead of the 11x17 inch ones. The larger format does present a more professional look but the copy machine that the club uses has a little trouble making clean copies all the way across a 17 inch page. The printed quality of the last few newsletters is not quite as sharp as when we took it to a professional printer/reproduction center but it saves the club over \$100.00 per edition and I feel that makes it worth it. If anyone has a strong opinion otherwise then please let me know at the next club meeting. Once the entire Gazette is done on the ST then I hope to start having the master copy printed out on a laser jet printer to clarify the copies even further. But do not worry if you have to submit an article in an 8-bit format because you do not have access to a ST - We have ways to convert from an 8-bit to a ST format. That is not an excuse not to submit an article. Now if I can only figure out how to overcome all the other excuses that most of the club members have!!!

\*\*\* Submit articles - Share!! \*\*\*

#### Congratulations

Election results are contained in this edition's meeting minutes section. Congratulations to all the "new" club officers.

Congratulations are also in order to club member Greg Knauss. Analog Computing published two of his games, Upward and Cloudbopper, in their April and May editions respectively. Greg also has written two reviews for Analog one on Infocom's game 'Spellbreaker' and the other on the Star NX10 printer. Greg has been a busy boy.



#### What's GNU

by  
Dick Reaser

(May 1988)



1020 Printer/Plotter Command Chart, Ralph Hines (LBACE-Feb 88). List of printer codes.

Warning: Computer AIDS at work, Bill Pike (BAAUG-March 88). How to avoid the problems.

Disk Drives for your Atari, Bill Wilkinson (SNACC-March 88). Percom, Indus, Trak, Audek, ATR8000, Astra, Concorde, Rana Atari, MPP, Supra, ICD models given.

Calculating Recoil, William Davis Jr. (American Rifleman-March 88). Basic Program and explanation.

Stock Market Forecasting Program, Eric Jacoves (JACG-February 88). Defines averages. Write to author for copy of program.

XE Game System, A First Look Dave Arlington (SPACE Probes-March 88). A review.

New Atari Computer (1040EZ), Editor (LAACE-April 88). Cute April Fool's Day announcement of new computer.

New CD-ROM Titles Available, Linda Helgeson (Current Notes-March 88). Grolier Encyclopedia Updated, Real Estate Data on Disc (MA), Real Estate Transactions on CD-ROM for MA & CT, CD-ROM for Auditors, Illinois State Case Law Series, Physician's Desk Reference, Government Printing Office Catalog, UK and Canadian Postoffice addresses.

Add an External Switch to select Epson CR-Linefeed or CR, Bill Bently (OrnJuce-March 88). Do it yourself project.

Building a Digital Logic Probe, Don Neff (CHAOS-MAM-April 88). Schematic and instructions for "DIYer".

Modem Noise Killer, Editor (MileHi-April 88). How to modify your phone jack.

SX-212 Upgrade (Or the Switches Atari Forgot), Ian McLaughlin (PSAN-March 88). Add lots of options.

Latest Version of a Software Package, Editor (Atari Explorer-May 88). A List (Seems to be just newer software).



## Notable Computer Networks

a review by

Rick "I'm Also Perfect" Reaser Jr.

NOTE: This is a review of the article which appeared in the October 1986 "Communications of the Association for Computing Machinery (ACM)", Volume 29, Number 10 by John S. Quarterman & Josiah C. Hoskins.

### THE REVIEW

In this article, the authors attempt to describe specific computer networks and their attributes by outlining some "general" qualities of computer networks, then briefly comparing the networks, and finally presenting a short section on each network. They go on to cover the broad legal and social issues associated with computer networks. And finally, they give a historical perspective. The authors also include a short section on bulletin boards and go on to explain that these are not really computer networks, although they are usually the first thing that "ordinary home computer hacker peons", like myself think of when we hear the words "computer network." (For Shame!) And by the way, I didn't like having to look up the word "ubiquitous" in the first sentence of that section just to make sure it wasn't derogatory.

Computer networks can be grouped into five categories, according to the authors--Research, Company, Cooperative, Commercial, and Metanetworks. This framework set of subdivisions is used throughout the article. Unfortunately, this article is not written for the novice computer network user. The authors freely use complicated protocol specification names and numbers without explaining them whatsoever. The authors also have no qualms about using terminology which may be familiar to only those working in the computer networking field. Sometimes it is difficult to tell the difference between a bibliography reference and protocol number.

Some of the general characteristics of computer networks as discussed by the authors are: services provided by the networks, protocols used, the speed and reliability of the network, how things are routed on the network, how big the networks are, and how you access their services.

Computer networks can support a number of services, though not all can support all of, or the same services. The most common

service and probably the most used service on a computer network is electronic mail. This is also the thing I use most on DDN with this class and with my other activities at school. In this sense, DDN is much like the Bulletin Board that we "home computer hacker peons" love. In fact, DDN is exactly like most of the BBS's I have used over the years. I can send a message to one person or to many on either an Atari BBS or the DDN "BBS". The only difference is the extent of DDN and I only have to remember one phone number (which by the way is NOT a toll call). The next most common service according to the author's rack up is File Transfer. All this really is, is the ability to transfer either ASCII or binary files from one computer to another with some error checking routine--something that every home grown Atari BBS has had since the beginning of time. (I'm not going to let the authors get away with their "shoddy" treatment of the things I know and love as you can see.) Once again the differences are only in the sense of extent and expanse. Computer conferencing is also another BBS type service and I know some home brew BBSs that could support this option with their Ataris since they were wealthy enough to have several phone lines into their system. The other services discussed are remote job execution and remote login. Sorry to say, and no offense Gary, so far, Computer Networks are just Big Glorified BBSs (BGBs). The really powerful feature of the Computer Network for the ordinary user is its ability to send messages or transfer files between other networks (or BGBs if you will). The authors touch on that in a later section.

The discussion regarding protocols and layering was very esoteric and above my comprehension level. Suffice it to say that there are numerous protocols. The protocols are not interoperable and there has not been enough work in the area of standardization or enough emphasis.

With respect to speed and reliability, it's interesting to note how slow some of the networks are. One of the biggies (according to the authors by how many times the mention it), UUCP takes days to deliver electronic mail. BITNET takes hours. Internet mail, I assume, takes a very long time, I suppose. Most networks according to the author's table seem to be quite reliable.

Routing basically falls into two categories per the author. In one routing scheme, the user has to determine the route. In the other, the "system" picks the route, and sometimes, it will be the best route. It's obvious which is the best way from an uneducated user's point of view. Networks seem to have different ways of addressing the mail. The address, of course, provides some clues to the mail processing computer as to the route and destination of a particular piece of mail. This also has presented some problems to the "computer networking community" and there needs to be some work done with respect to standardization so that internetwork mail can

be processed more efficiently. One needs only to peruse one of the various bboards on DDN to see this problem. The author's "Address Formats and Gateways" Table is a pretty good reference if you want to send internet mail and it also shows how complicated things can get since there is not much standardization.

When comparing the size and scope of computer networks, the authors note that there isn't a real good metric for this. Useful things that help give a handle on the size and scope are the computers used, the systems of computers used, the number of nodes in the system, the number of hosts, and the number of sites. Most of the networks discussed in the article are large by my standards. But then, I am comparing them to home BBSs and Compuserve and The Source which I consider pretty large (even though the authors don't consider these "networks").

The access section in the article was very sparse, unfortunately. It could have been the most useful section to get users turned on to new networks. Sprinkled throughout the article there was enough information, however, for the reader to figure it out. (Addresses and other clues.) Essentially, each network will control access in its own decided way, just like a BBS operator does when he gives a user a password and levels of access.

The next section of the article discusses the five categories of networks and the one category of non-networks (1-6 following)

1) Research networks support research projects or are research projects themselves. ARPANET and CSNET are the two most well-known. In the discussion, the authors make the statement, "The best-known example of this pairing is ARPANET and MILNET, which are closely allied in the ARPA Internet. Because of these close associations (and because what can be written about them is too limited to fill a separate category), military networks are included in the research network category." Now, I have two reactions to this statement. First, last time I checked, ARPANET and the ARPA Internet were run by DARPA. DARPA is a Defense Agency and thus a part of the military establishment by definition. Most of the article is about ARPANET. Or should I say, ARPANET and ARPA Internet have the longest sections and are discussed as generic standards when comparing the other networks. Whether the civilians like it or not, ARPANET is military in nature, though not tied directly to military operations like MILNET. Second, maybe the authors have a point in that the military needs to get on the stick and start using all this good stuff a lot more and a lot better than in the past and not leave it solely in the hands of the researchers.

2) Company networks are used within large companies to connect all the various departments and profit center. They are used primarily by the employees of the particular companies. Xerox, DEC, IBM and AT&T have company networks according to the authors.

3) Cooperative networks are supported by individual communities of users. Some are academic only. Others support a variety of academic, corporate, research, or commercial interests. According to the authors, in most cases, a large cooperative network is usually supported by one big corporation. IBM supports BITNET. AT&T supports UUCP. This makes sense since each of those networks runs on those respective company's hardware. (No profit motive here, eh?)

4) Commercial networks provide service for profit. They include TYMNET and TELENET. Commercial networks usually don't allow internetwork mail with other networks.

5) Metanetworks do not really exist yet according to the authors. A metanetwork is not really explained except to say that it has different goals and protocols than an internetwork. CSNET is supposed to be metanetworklike, but the CSNET write-up doesn't explain why. Who knows what's going on here.

6) Non-networks aka bulletin boards include the WELL, the SOURCE, and Compuserve. There are many others. The authors have nothing good to say about any of these, because they obviously have been living the ivory towers of pristine pure academia or some other foreign land where the medicine is obviously socialized and people don't work for a living based on the principles of capitalism. Nuff said here.

I won't attempt to discuss any of the specific networks that are each briefly outlined in the next section of the article. Some of the discussions are extremely technical and I didn't understand them.

Several social and legal issues are covered in the next section. The most interesting social phenomenon discussed has hit my family hard. My dad is a network nut and spends all his free time talking to bulletin boards. He even had another phone line put in the house. It has become his primary social outlet. He is TOTALLY into all those typographic conventions mentioned in the article (\*grin\*). I don't mind. Everyone has their own problem. :-) The biggest legal issue discussed was probably copyright infringement. With the advent of binary file transfer, there is some pirated software floating around on the networks. I've seen references to it on the bboards of DDN, for instance.

continued  
on page 6

five



continued from page 5

The history of computer networks is summarized on an interesting time line figure. It appears from the diagram, that each of the computer network families had it's genesis as being based on a particular company's machine. ARPANET (ie the military establishment's project) is the grand daddy of all the computer networks.

## SUMMARY

The article was a little too technical in places for me. The authors need to lighten up on BBSs and the commercial world (where all bread is buttered in this country). The military obviously needs to get on the ball with this stuff, we started it, but we're not following through enough, at least in these author's eyes. Overall, it was a pretty good treatment of the subject matter.

## The Editor's Keyboard

continued from page 3

### Article Submittal

I need to have articles in machine readable form so I can correct errors and fit them into the standard format (63 columns). I will accept short letters to the Editor or classified ads in printed or neatly handwritten form. I prefer that articles are transmitted to the SWAMPS BBS at 324-0218. The SWAMPS BBS now supports F-mail. After logging on to the SWAMPS BBS select the 'F' (File mailroom) option on the main menu and you can upload a file directly to me. Use the name 'LITTLE' when you select the person you want to upload to. Please include your name in the article you submit so I can give credit where credit is due. I will be checking the SWAMPS BBS every week or so and will try to leave you a message using E-mail when I have received your file. Call me at 217-0725 if you have a question or if you want to tell me that you have uploaded an article. You can also give me articles on disk at the meetings (8-bit or 16-bit) or call me to make a special arrangement.

### Member's Classified Ads

As a service to our club members we will place short classified ads in this newsletter to help you sell/trade/buy computer equipment and/or software. Contact me at 217-0725 to relay your ad.

\*\*\*\*\* KEEP SUBMITTING ARTICLES - SHARE \*\*\*\*\*

S i x

Let's sing a song to old hi-tech  
For things are getting rough  
It looks so clear-the time is here  
When 16's not enough.

Everything is going so fast  
It's daily in the news  
Soon all you guys with starry eyes  
Will buy those thirty two's.

## Fred and Me a 48K Friendship (part 5)

by D.B.

A couple of days later I walked into Fred's room and brought Fred to a state of awareness.

D.B.: Good morning Fred, how are you today?

Fred: Must you pound on me like that? I'm not made out of steel you know!

D.B.: Ah, I'm sorry Fred, I'm just in a good mood today. A little too exuberant maybe. Got something new in the mail yesterday. Something to share with you, Fred.

Fred: Oh, boy. Can't you just stick to BASIC, at least you know how to add 2 and 2 together with that.

D.B.: Come on Fred, you know I like to try out new things.

Fred (groaning): Sure, I know, don't I always have to participate in all your crazy experiments? First it was the Assembler/Editor cartridge, then you tried C. I'm still getting over that one. Then came MAC/65. The way I feel after that one I still think it has something to do with trucks. I had an ache in my CPU for days. You locked me up so many times I felt like the vault at the First National Bank.

D.B.: Come on Fred, stop complaining. Just think of all the stuff you would have missed without me.

Fred: I should be so lucky. By the way, how come sweet ilene gets to try out TurboBasic and I don't.

D.B.: Well, Fred, it's the expanded memory thing again.

Fred: Shades of Dolly Parton. I was born too soon. By the way, D.B., what's this new thing you mentioned.

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D.B.: Well, Fred, it's ACTION!.

Fred: Not another language cartridge?

D.B.: I'm afraid so, Fred.

Fred (moaning): Will it never end?

D.B.: Come on Fred, everyone likes to go where the action is, didn't you know that?

Fred: Sure, but it's nice to be able to participate in the action when you get there. I can see it coming now. A bigger headache in my CPU. Say D.B., do me a favor. Hook me up to Sweet Ilene XE. I want to warn her about someone. No names, now. This is just between Ilene and me.

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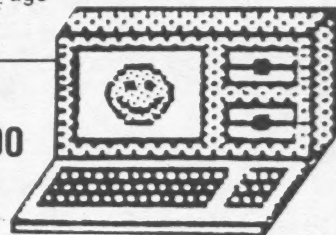
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## MAGAZINE LIBRARY NEWS

by Daniel Prince

The following is a list of the magazines in the SBACE library as of September 1987:

Analog -- # 7 to 53  
 Antic -- June '82 to June '87 \*  
 Atari Explorer (Connection) -- Summer '83 to Apr/May '85  
 Byte -- Feb. '82 to Aug '87  
 Compute -- July '81, and Sep. '82, to July. '85 \*  
 Computer Fun -- Apr. and May '84  
 Computer Gaming World -- Vol 2 #4 to Vol 3 #5 \*  
 Computers & Electronics -- May '83 to Feb. '85 \*  
 Creative Computing -- Jun. '82 to July '84 \*  
 Family Computing -- Feb. and Mar. '84  
 Hi-Res Magazine -- Jan., Mar. and May/June '84  
 InfoWorld -- Volume 5, # 27 to Volume 7, # 8 \*  
 Interface Age -- Dec. '82  
 Page 6 -- Issue 21 to 28 \*  
 Personal Computing -- Oct. '82 to June '84 \*  
 Popular Computing -- Dec. '81 to Oct. '84  
 Softside -- Oct. '81 to Mar. '84 \*  
 ST Applications Mar '87 to July '87  
 ST Business Sept/Oct '86  
 ST Log (Analog) issue 10 to 12  
 ST World volume II NO. 3 & 4  
 Today the Videotext Computer Magazine -- 6/83 to 8/84

\* Some issues are missing.

If you want to borrow one of these magazines, call me or send me a post card and I will bring that issue to the next SBACE meeting. I am going to try to bring some of the more recent issues to each meeting from now on.

Daniel Prince  
 5200 Marathon #207  
 Los Angeles Ca. 90038  
 (213) 465 2364

Quick, how do you spell "Apple"?  
 Nope, not A-P-P-L-E. Apple is spelled I-B-M. Also see "Stagnant, monolithic corporation."

Recently, Apple, Inc. sued both MicroSoft and Hewlett-Packard for their respective programs "Windows" and "New Wave." Apple claims that the programs copy too closely the "look and feel" of the Macintosh desktop. In other words, Apple is trying to do the same thing to other companies what they did to Digital Research and GEM - they're trying to get a monopoly on the windowing environment.

Not long ago, Apple was the underdog. They were willing to take chances, and did with the bold then-new Macintosh. They had taken what IBM and other companies had established in the computer industry and built on it, taking what they thought was good and improving what they thought was bad. And with the Mac, they passed everybody else in terms of technology.

Now, four years after the introduction of the Macintosh, other companies are passing Apple - the ST, the Amiga and the PS/2 are all better machines than the Mac. But instead of furthering the industry by designing an even better machine, Apple has taken the classic corporate-America move by choosing to sue. This will only stagnate the industry and in the end hurt everybody, Apple, other companies and the public.

By choosing to rest on their laurels and use lawsuits to keep their competitors at bay technologically, Apple has set the advancement of computers back years. Imagine what Apple might do if they had to come out with a machine better than the Mac II! And imagine Atari's response to that! Or IBM's! Competition is a great way to advance technology and Apple is stifling that advancement by stifling competition.

Steve Wozniak founded Apple around a neat little hack of his called the Apple II. In those days, folks would see something like the Apple, like it, copy it and improve it. It's how the computer industry advanced so fast - good stuff was kept and improved and bad stuff was dropped. Simple formula for astronomical success.

Somewhere along the line, Apple forgot that and betrayed the purpose around which it was founded. The emphasis of Apple's "computer business" has moved from the computer to the business, and we'll all be worse off for it.

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eight

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The following meeting minutes were submitted by Orrin Walker and have been edited to fit in the available room. (Editor)

### General meetings:

The February meeting of South Bay Atari Computer Enthusiasts was held on Tuesday the 9th of February 1988 at the VFW hall on Lomita Blvd in the city of Lomita. There were approximately 26 members and guests in attendance.

A Swap Meet session started off the evening and ran from about 7:00 P.M. until the beginning of the business meeting. Additional time for barter was also available after the regular meeting. This is a regular feature of the general meeting - BRING YOUR GOODIES!!

The meeting was called to order by President Eugene Bienko at 7:30 P.M. and the officers reported as follows:

Librarian Bob Lunker reported 422 disks at the new location of the 8-bit Library and Gene Bienko reported that the club had just purchased a second disk drive for the convenience of the membership; all equipment appears to be working satisfactorily. The new location is ANTHEM ENGINEERING on the corner of Lomita and Eshleman in the city of Lomita.

**\*\* SUPPORT THEM \*\* THEY SUPPORT US \*\***

ST SIG Vice President Alan Haskell reported 65 disks in the 16-bit Library.

Treasurer's report by Daniel Prince indicated a bank balance of \$830.55. Delinquent members will be reminded of their expired status.

The Rumors and Random Access portions of the meeting provided considerable interest and help.

8-Bit Demos for the evening: Greg Knauss showed his KILLER THELLO and FONTMASTER. Gene Bienko demonstrated the new Graphics from the ANTIC monthly disk (available in the Club Library).

16-Bit Demos included CYBERWARE from ANTIC plus a running demo of ANIMATE3 and GONE FISHIN' - both by Alan Haskell.

The March meeting had approximately 32 members and guests in attendance. The officers reported as follows:

Librarian Bob Lunker reported 422 disks (including F.R.E.D and TURBO BASIC) in the 8-bit Library. Dave Hammond donated a book for the 800 machine and it will be available to the membership for sign-out. THANKS Dave!

Treasurer's report by Daniel Prince indicated a bank balance of \$1052. Delinquent members will be reminded of their expired status.

Corresponding Secretary, Dick Reaser, received a copy of SUPER D.O.S. which normally sells for \$20.00 \* available to club members for \$15.00

Nominations were opened for the forthcoming election of officers. The following people were nominated:

President:	Jerry Bransford, Daniel Prince
Vice President:	Eugene Bienko
Recording Sec'y:	?
Treasurer:	Daniel Prince, Brian Elliasen
8-Bit Librarian:	Bob Lunker
Gazette Editor:	Bill Little

8-Bit Demos for the evening: SUPER D.O.S. by Dick Reaser and Gene Bienko demonstrated the April 1988 ANTIC disk (available in the Club Library).

16-Bit Demos included TRUE BASIC by Harry Koons and DESK ORGANIZER by Orrin Walker. (Harry Koons gave us a good overview of TRUE BASIC which he said had elements of Pascal, APL, LOGO and LISP plus it retains the simplicity of BASIC. The reference manual is for the IBM, Atari ST and others plus there is a unique guide for each machine. This will allow portability between machines. Harry showed us some of his 8-bit programs that he was converting to the ST including "Star wares". - ed.)

The April meeting had approximately 28 members and guests in attendance. The officers reported as follows:

ST SIG Vice President Alan Haskell reported 70 disks now available in the ST library.

Treasurer's report by Daniel Prince indicated a bank balance of \$1681.72 with an influx from ACENET in the amount of \$500.00 for the club's support of the Glendale Atari fare.

Corresponding Secretary, Dick Reaser, received a copy of an advertisement for disk labels and a 2400 Baud modem @ \$149.00. Also NEWSROOM is available for \$49.00 for the 8-bit machine.

Election results are as follows:

President:	Jerry Bransford
Vice President:	Eugene Bienko
Recording Sec'y:	Greg Knauss
Treasurer:	Brian Elliasen
8-Bit Librarian:	Bob Lunker
Gazette Editor:	Bill Little

8-Bit Demos for the evening: PONG by Greg Knauss.

16-Bit Demos included FONT EDITOR by Robert Gillies, PUBLISHING PARTNER by Fred Carpenter and four from Alan Haskell: IB COPY, TURBO ST, HARD DRIVE SUBSTITUTE, AND FANTASY GRAPHICS.

\*\*\*\*\*PLEASE BRING DEMOS TO THE MEETINGS-SHARE\*\*\*\*\*

continued on page 10

continued from page 9

### Minutes of the SBACE ST SIG for February 1988:

Eugene Bienko opened the meeting at 8:25 P.M. at the regular meeting hall on Prairie Avenue. Twenty-eight members and guests were in attendance. We were almost shut out. No key!

Bill Gallagher demonstrated EMPIRE a war game simulation. Richard Erwin showed us his first two programming efforts, TIC-TAC-TOE and MASTERMIND, neat colors and just right for his five-year old. Jerry Bransford passed around some SCHEMATIC printouts he generated on DEGAS-ELITE, cut and pasted and later reprinted with Xerox reduction. Robert Gillies previewed a DISK UTILITY with MELT, ACCESSORY LOADER and SI RAM and many more which he subsequently gave to the Club Library. Orrin Walker demonstrated an AUTOBOOT and BOOTUP program as well as ESTIMATOR (a Construction Materials Planning and Calculating Program). Fred Carpenter gave us a thorough Tutorial on PUBLISHING PARTNER enjoyed by all. The meeting officially adjourned at 10:15 P.M.

### Minutes of the SBACE ST SIG for March 1988:

Alan Haskell opened the meeting at 8:00 P.M. Thirty-two members and guests were in attendance.

There are 66 disks in the Library according to Alan Haskell.

Bill Gallagher demonstrated DUNGEON MASTER and Alan Haskell showed a disk full of Utilities and a Slide Show. Robert Gillies set up a large collection of equipment and demonstrated COMPUTEREYES \* quite impressive.

Respectfully submitted: Orrin A. Walker

by  
Greg Knauss

The April SBACE ST SIG meeting was held on Monday the 25th at the Lawndale Community Center. It was rumored to have started around 8:00pm, but this report came from an unreliable witness who was probably lying.

This was the first meeting after the SBACE elections, and ex-ST Vice President Alan Haskell handed power to the new ST Vice President Alan Haskell. The transition of power seemed smooth and currency remained stable. Stocks took a momentary dip, but recovered later in the day. The only real trouble seems to be that the old and new VPs really dislike each other.

Some Atari news and rumors were announced: a 16mz chip for the ST is supposedly in the making, to be offered for about \$200; Reset, a Canadian ST magazine, is now available in the United States; Sam Tramiel is reportedly having an affair with a San Francisco actress; and reports are spreading that you shouldn't believe everything you read.

Alan Haskell continued Alan Haskell's policy of offering a Club Disk with selected programs from the library for a dollar each. Contained on this month's disk was a RAMdisk/printer buffer from ST Informer magazine that allows programs to be loaded into the RAMdisk on boot up, a disk label program called Stowaway and a game called Runner that only works on monochrome monitors. Many people flocked to the front to take advantage of this offer and riot police had to be called in. Tear-gas was used and police beat some rioters into submission. Three people were taken to the hospital and the meeting continued.

Next, new club President Jerry Blansford passed around color printouts of his art work created with Degas. He was, as always, fashionably dressed, modelling the tweed with patches look.

Richard Irwin demonstrated a program he wrote called US GEN that cleverly teaches geography.

Timeworks Publisher was demonstrated, but I forgot to write down by who. Seeing as this is my first report as Secretary, it should be some indication of what's to come. Someone once said, "The great thing about democracy is that the people get what they deserve."

To further prove that, Computer Scrabble was also demonstrated by some elusive soul.

Orrin Walker demonstrated a short program that demonstrated the features of GFA BASIC that demonstrated the features of the ST which demonstrated that it is possible to turn out a reasonably good computer in 15 months. Pretty good for two minutes in front of the crowd.

Finally, the recently deposed VP Alan Haskell demonstrated a new what-you-see-is-what-you-get word processor for the ST called Word Up. It uses fonts and font sizes very much like MacWrite.

The meeting broke up around 10:00pm. Alan Haskell took this opportunity to ambush Alan Haskell and beat him up. It took several people to keep them apart. This sort of bickering is very nasty and should stop.



# Routines you can use:

by Jean Rowe and Dale Bryant

In this example of assembly language we are going to set up an array and print all the elements of the array to the screen. This same type of an array could be use to copy multiple files to a ramdisk on boot up. Of course the ramdisk would have to be set up first, such as DOS 2.5 does with RAMDISK.COM. We could then get the first filename to copy, go to our copy routine, copy the first file and so on until we found our array end flag in the array. Please remember that these are only examples to give you an idea how to use an array in assembly language.

```
0100 ; LIST#D:SBACE
0110 .OPT OBJ,NO LIST
```

```
0120 ;
0130 ;-----
```

```
0140 ; OS Equates
```

```
0150 ;-----
```

```
0160 ICCOM = $0342
```

```
0170 ICBAL = $0344
```

```
0180 ICBALH = $0345
```

```
0190 ICBLL = $0348
```

```
0200 ICBLLH = $0349
```

```
0210 CIOV = $E456
```

```
0220 ;-----
```

```
0230 ; CIO Equates
```

```
0240 ;-----
```

```
0250 PUTREC = $09
```

```
0260 EOL = $9B
```

```
0270 ;
```

```
0280 PNTR = $CB
```

```
0290 ;
```

```
0300 ; Program start
```

```
0310 *= $6000
```

```
0320 ;
```

```
0330 LDA #PUTREC ;clear
```

```
0340 STA ICCOM ;display
```

```
0350 LDA #<CLS ;area
```

```
0360 STA ICBAL ;with byte
```

```
0370 LDA #>CLS ;125
```

```
0380 STA ICBALH
```

```
0390 LDA #1 ; Need 1 byte
```

```
0400 STA ICBLL ; for length
```

```
0410 LDX #00 ; Use E:
```

```
0420 JSR CIOV ; Tell CIO
```

```
0430 ;
```

```
0440 LDA #<ARRAY ;get array
```

```
0450 STA PNTR ;address &
```

```
0460 LDA #>ARRAY ;store in
```

```
0470 STA PNTR+1 ;pointer
```

```
0480 ;
```

```
0490 CHKEND
```

```
0500 LDY #0 ;Check for
```

```
0510 LDA (PNTR),Y ;array end,
```

```
0520 BNE GETADR ;if a zero
```

```
0530 BRK ;We're done
```

```
0540 ;
```

```
0550 GETADR
```

```
0560 CLC
```

```
0570 LDA PNTR ;Get array adr.
```

```
0580 ADC #0 ;low
```

```
0590 STA ICBAL
```

```
0600 LDA PNTR+1 ;and high
```

```
0610 ADC #0
```

```
0620 STA ICBALH
```

```
0630 LDA #0C ; element len.
```

```
0640 STA ICBLL
```

```
0650 LDA #PUTREC ; tell CIO
```

```
0660 STA ICCOM ; to put a rec.
```

```
0670 LDX #00 ; to the E: dev.
```

```
0680 JSR CIOV
```

```
0690 ;
```

```
0700 CLC ;set pointer
```

```
0710 LDA PNTR ;to next
```

```
0720 ADC #13 ;array
```

```
0730 STA PNTR ;element
```

```
0740 BCC CHKIT ;12+EOL ea. one
```

```
0750 INC PNTR+1
```

```
0760 CHKIT ; See if end of
```

```
0770 JMP CHKEND ; array yet.
```

```
0780 ;
```

```
0790 ;
```

```
0800 CLS .BYTE 125,EOL
```

```
0810 ; each array element is 12 long
```

```
0820 ; pad with space if necessary
```

```
0830 ARRAY
```

```
0840 .BYTE "SBACE " ,EOL
```

```
0850 .BYTE "ORRIN W. " ,EOL
```

```
0860 .BYTE "GENE B. " ,EOL
```

```
0870 .BYTE "HARRY K " ,EOL
```

```
0880 .BYTE "MICHAEL A. " ,EOL
```

```
0890 .BYTE "ALAN H. " ,EOL
```

```
0900 .BYTE "BILL L. " ,EOL
```

```
0910 .BYTE "ATARI 800 " ,EOL
```

```
0920 .BYTE "ATARI 800XL " ,EOL
```

```
0930 .BYTE "ATARI 130 XE" ,EOL
```

```
0940 .BYTE "ATARI ST " ,EOL
```

```
0950 .BYTE 0 ;array end flag
```

```
0960 .END
```

Experiment and have fun with your Atari. If space in the newsletter permits perhaps we can present some useful assembler routines. We're still hoping for some of your favorite routines whether they are stand alone assembly programs or assembly routines that can be interfaced with basic via the USR call. As I said before, we would be happy to write them up for the newsletter. (Jean and Dale will write them up and I will print them in the newsletter - you all just have to submit them. It doesn't get any better than this!! - Editor)

## Treasurer's Ledger

by

Brian "Out of Balance, (as usual)" Eliassen

Hello, and welcome to the first of what promises to be a very boring column. No, just kidding, it shouldn't be, well, not too much, okay, it probably will be boring. Okay, let's get started with this "magnum opus".

First of all, look at the first line of your mailing label. If you see a date that is already past, this is your complimentary issue of the Gazette, as well as your last unless you renew your membership. If you think the date on your label is in error, please give me a call at the number in this issue and we will try to track down and solve the problem.

What else have I been doing? Besides writing a database program to store, print, sort, and other assorted things, I have also cleaned up the user-list and have found out that, according to the old database print-out, there are 60 members who are up to 1 year behind in paying their dues. This wouldn't be so bad except that there are only 125 members in the club including these people which makes almost half of the membership not current. I also made up a new questionnaire so we can bring alot of old information up to date. I added a whole section for ST information since they have become a major force in the club membership. I will be mailing these questionnaires out soon to all the members as well as having them at the meetings.

Well, that's about all there is for now so I will rush this off to Bill so he can paste up the newsletter and get it out.

"Huh?"

YOUR ARTICLE  
OR ADVERTISEMENT

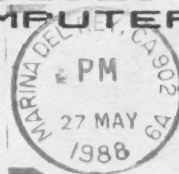
BELONGS HERE !!!

SUBMIT ARTICLES - SHARE

## S.B.A.C.E. SOUTH BAY ATARI COMPUTER ENTHUSIASTS

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10/88  
Steven TELLO



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